**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 2D Grade 12**

**BIG IDEAS**

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| An artist’s intention transforms **materials** into two-dimensional art. |  | Visual arts are an essential element of culture and personal identity. |  | Refining artistic expression requires perseverance, resilience, and risk taking. |  | Purposeful artistic choices enhance depth and meaning in artistic works. |  | **Aesthetic experiences** have the power to transform our perspective. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Explore and create* Create two-dimensional (2D) artistic works using **sensory inspiration**, imagination, and inquiry
* Design, create, and refine a range of 2D artistic works for a specific audience
* Examineartistic possibilities and **take creative** **risks**
* Refine artistic skills and techniques from a variety of **styles**
* Demonstrate active engagement in creating artistic works and resolving creative challenges
* Examine contributions of traditional, innovative, and intercultural visual artists from a variety of **movements**, periods, and contexts
* Intentionally select and combine materials, processes, and technologies to convey ideas, and justify choices

Reason and reflect* Recognize and engage in the reciprocal process of a **critique**
* Interpret and evaluate, using discipline-specific language, how artists use materials, technologies, processes, and **environments** in 2D art making
* Analyze and apply design choices in 2D artistic works
* Reflect on personal answers to **aesthetic questions**
* Examine the influences of a **variety of contexts** on artistic works
 | *Students are expected to know the following:** **elements of visual art**
* **principles of design**
* **image development strategies**
* **materials**, **technologies**, and **processes** for 2D artistic works
* **creative processes**
* symbols and metaphors
* roles of and relationships between artist and audience in a variety of contexts
* influences of **visual culture** in social and other media
* traditional and contemporary First Peoples worldviews, stories, practices, and history, as expressed through 2D artistic works
* contributions of traditional, innovative, and intercultural visual artists from a variety of movements, contexts, and periods
* history of a variety of artistic movements, including their roles in historical and contemporary societies
* **moral rights**, and the ethics of **cultural appropriation** and plagiarism
* health and safety protocols and procedures
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document* **Document**, share, and appreciate 2D artistic works in a variety of contexts
* Demonstrate respect for self, others, and **place** through art making
* Express ideas and perspectives through 2D artistic works
* Investigate and **respond** to **social and environmental issues** through 2D artistic works

Connect and expand* Create artistic works to reflect **personal voice**, story, and values
* Explore First Peoples perspectives, knowledge, and protocols; other **ways of knowing**, and local cultural knowledge through 2D artistic works
* Examine the reciprocal relationships between 2D artistic works, culture, and society
* Evaluate personal, educational, and professional opportunities related to visual arts and related fields
* Connect with others on a local, national, or global scale through 2D artistic works
* Demonstrate safe and **responsible** **use of materials**, tools, and work space
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